# Trivial Pursuit™

## THE COMPUTER GAME

## INSTRUCTIONS

## INTRODUCTION

The computer game version of Trivial Pursuit is a faithful reproduction of the original board game but with many enhancements and features to make it even more fun to play. The rules for playing Trivial Pursuit are outlined below for those who have never played the board game, followed by an explanation of the way the computer game works. Clearly, if you are familiar with Trivial Pursuit, the latter is the important section for you. In any event, the program has been designed to be as friendly as possible and is largely self-explanatory. So, follow the loading instructions on page 5 and prepare yourself for Trivial Pursuit coming alive on your computer.

## OBJECT OF THE GAME

The winner is the player who first returns to the central hub and correctly answers a question in a category chosen by the other players. Before attempting a game winning question, a player must land in each of the six category headquarters and correctly answer a question.

## HOW TO PLAY TRIVIAL PURSUIT

The order of play is determined by the order of names typed in before starting the game.

Players "throw the dart" to choose a random number (this replaces the use of dice) and starting from the central hub they move their token to whichever spaces are highlighted on the board. (You will notice that the subject categories below are highlighted in accordance with the colour code to help you choose the preferred square). When the token lands on a square, the player is then asked a question in that particular category.

If the player answers correctly their turn continues. If the answer is wrong the turn moves to the next person in the list.

When the player is in a category headquarters (at the end of the spoke) and answers correctly they are given the appropriately coloured scoring "wedge" which is entered in the playing "token".

If the player lands on one of the grey "throw again" spaces, then a further throw is given.

If a token lands on the hub before it's full of wedges, then the player may choose any category of question. This is done by moving the joystick and highlighting the subjects below.

Once a player has their token full of six wedges, they make their way towards the central hub, and must land exactly on the hub. Once there, the other players choose the category of question to be answered, and to win, this question must be answered correctly.

## START OF PLAY

The first thing to do is type in each players name, you can have 1-6 players. Now press ENTER/RETURN **without** entering a name and the "Highlight" will move to "New Game" on the menu. At this point you have a number of options. You can edit names (if you've made a mistake or someone joins, leaves or wishes to continue the game), set a time allowance for answering questions (between 5 seconds and 9 minutes), and decide whether or not to include "TP" (the little chap who is the Question Master) within the game. Sound effects can be turned on and off (this won't affect music questions), you can load automatically a new block of questions and importantly, check the performance of each player on the score screen. These can be chosen by moving the highlight bar up or down and then pressing the fire button. For more details of these options see the diagrams on pages 3 and 4.

Once you have decided on your options simply highlight the "New Game" choice on the menu and press fire to enter the game.

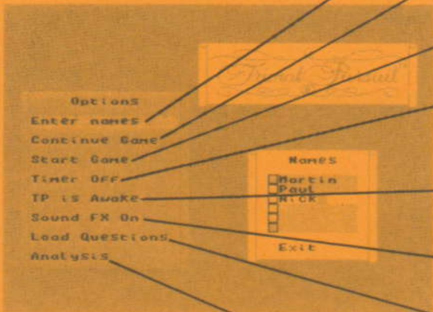
You will find yourself on the board screen with TP (if he is awake) waiting for you. From here onwards movement through the game is controlled by the joystick or keys. To move on in the game you have only to press the button. At several points in the gâme you are asked to make choices. Just move the joystick or press the keys in the required direction and press fire to continue.

REMEMBER: If nothing appears to be happening just press the fire button to continue to the next stage.

## QUESTIONS

Whether "TP" asks you a text, music or graphic question there is no need to type in the answer. Simply say your answer out loud and press the fire button to see if you were correct. Just as in the board game, it is up to all the players to decide whether the answer is near enough.

**MAIN MENU SCREEN**




**ENTER NAMES**
This choice calls up a sub-menu (see below).

**CONTINUE GAME**
If you have stopped the game for any reason this choice allows you to carry on from where you left off.

**START GAME**
Starts the game from the beginning (a sub-menu gives you the option to cancel this if you change your mind).

**TIMER**
This sets how long you have to answer a question. It may be from 5 seconds to 9 minutes. If set to off you may take as long as you like!

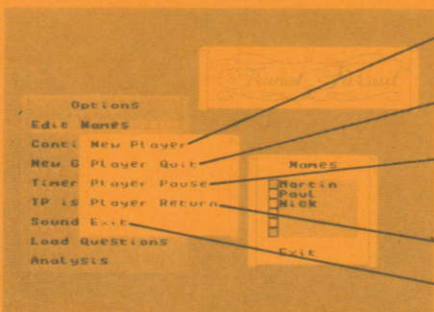
**TP IS AWAKE/ASLEEP**
Would you like to give TP a chance to catch up on his beauty sleep? Use this choice to send him to bed!!

**SOUND FX ON/OFF**
For playing late at night (this does not affect the music questions).

**LOAD QUESTIONS**
Use this when you have exhausted the questions in memory to give you more puzzles. You will be asked to start the tape.

**SCORE CHART**
Find out how you and your friends are doing!

**PLAYER MENU SCREEN**




**NEW PLAYER**
Did somebody arrive late and wants to join in? You can add them to the game easily using this choice.

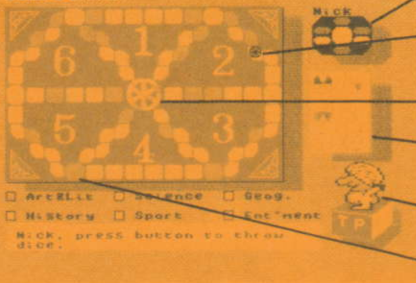
**PLAYER QUIT**
If Dad has to be at work early and has to leave the game you can cut him out with this choice.

**PLAYER PAUSE**
Use this if Mum wants to make a cup of tea or your friend can't take the excitement and wants to rest for a short while!

**PLAYER RETURN**
Bring the paused players back into the game.

**EXIT**
Leaves the menu.

## THE BOARD




**REPRESENTATION OF PLAYING TOKEN**
On each players turn this will show which of the scoring wedges they have already won.

**THE PLAYING TOKEN**
This shows the position of the player on the board. Only the current players token is shown.

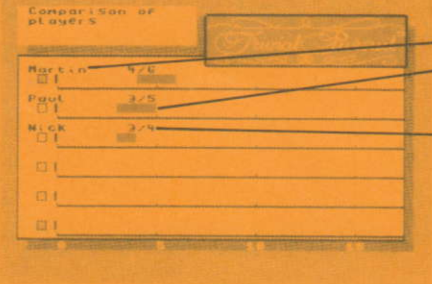
**THE HUB**
The aim of all the players!

**STATUS BOARD**
You can see how everyone is getting on from the board. The colours correspond to the colours on the name list.

**T.P.**
The star of the show!!

**CATEGORY HEADQUARTERS**
Get a question right when your token is on one of these and you get the appropriately coloured wedge.

## THE SCORE CHART

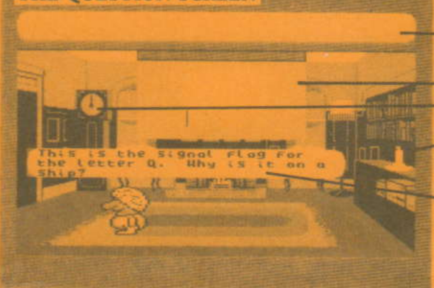



**NAME OF PLAYER**

**GRAPHICAL REPRESENTATION OF ANSWERS**
The green area shows the number of correct answers. The red area shows those answered incorrectly.

**SCORE**
This shows how many questions you have right compared to how many you have been asked, ie Nick has 3 out of 4 questions correct.

## THE QUESTION SCREEN




**THE QUESTION WINDOW**
Gives you questions and useful messages (except CBM).

**GRAPHICAL QUESTION SCREEN**

**HOW LONG HAVE YOU BEEN PLAYING?**

**TIMING CANDLE**
Shows by its length how long you have left to answer the question. (Set by the option on the menu screen).

**COMMODORE QUESTION BUBBLE**

All pictures are taken from the Commodore 64 version.

# LOADING INSTRUCTIONS

## CASSETTE TAPE VERSIONS

Inside your pack you will find two tapes. One marked "Genus™ Edition" and the other marked "Question Pack" (this contains the questions only).

Insert the rewound "Genus™ Edition" tape into your cassette recorder, and follow the instructions below for your particular computer.

| | |
|---|---|
| Spectrum 48K | - Type LOAD " " press ENTER key, then start tape. IMPORTANT: To make the music questions clearer take out the cassette once it has loaded, connect the "EAR" lead to the "RECORD" socket on your tape player. Press "RECORD+PLAY" and turn up the volume. (Note: this may not work with every tape recorder) |
| Spectrum 128K | - Choose 48K option from main menu then follow 48K instructions. |
| Commodore 64K | - Hold down SHIFT key and press RUN/STOP key, then start tape. |
| Commodore 128K | - Switch computer off, hold down " " key and switch computer back on, follow instructions for CBM 64 as above. |
| Amstrad CPC range | - Hold down CTRL key and press small ENTER key, then start tape. |
| BBC 'B' Micro | - Type CH. " " press ENTER key, then start tape. |

With the exception of the BBC Micro when the program has finished loading, the game will contain the first block of questions. The BBC version will ask you to insert the "Question Tape". This must be left on "play" in the tape recorder throughout the game.

The Question Tapes contain a number of question blocks, which you load as required once each new block has exhausted its question data. Follow the instructions on screen as they appear. These tapes contain over 3,000 questions in all, but further question tapes will be available - see end of this leaflet for details.

## DISK VERSIONS

Insert disk into disk drive and close door.

| | |
|---|---|
| Commodore 64K | - Type LOAD "*",8,1 press RETURN. |
| Commodore 128K | - Switch computer off, hold down "C=" Key and switch computer back on, follow instructions for CBM 64 as above. |
| Amstrad CPC range | - Type = ¦ CPM and press ENTER (¦ is obtained by holding down SHIFT and pressing the "@" key). |
| BBC 'B' Micro | - Hold down SHIFT and press BREAK. |

Upon loading, the Commodore and Amstrad versions will contain the first block of questions. If you wish to start with one of the other blocks of questions, choose the "Load questions" option from the main menu, and you will be asked which number block you wish to use.

For BBC Micro 80 track version you will be asked which block you wish to start with. The game data is on the first side of the disk with 8 blocks of questions on the second side.

The BBC Micro 40 track version has two disks. The question disk has 4 blocks on each side.

If for any reason the game fails to load, just ring Domark on 01-947 5624 (office hours) and we will be pleased to help.

## FOR THOSE WITHOUT A JOYSTICK

| | |
|---|---|
| Spectrum 48/128K | - Q = Up, A = Down<br>O = Left, P = Right<br>Space = Fire |
| Amstrad 464 | - The four cursor keys = the four directions<br>Space = Fire |
| BBC | - The four cursor keys = the four directions<br>Space = Fire |
| Commodore 64/128K | - Fl key = Up<br>F7 key = Down<br>Left half of board = Left<br>Right half or board = Right<br>Plus cursor keys on 128 in 64 mode<br>Space Bar = Fire |

## QUESTION HINTS

When the questions contained in the main program are used up you can use new questions from the "Uniload™ Question Pack" on tape/disk. Follow the screen instructions for loading a new block of questions.

**As you play, note the tape counter number at the start of each block, for future use.**

If "Loading Error" appears on your screen rewind the "Uniload™ Question Pack" to the start of the block and press "Play".

## SPECIAL FEATURE

One feature of the computer game that does not appear in the board game is the Score Chart. Before throwing a dart you can return to the option menu and by choosing "Score Chart" you can find out how you are doing. Are you answering more questions than your friend? Is he or she better at sport questions than you? All this is worked out and shown to you by the computer.

When it gets to the point that one of the players has arrived at the centre hub you can, by pressing the option key, see their analysis chart and pick their worst subject for them to answer!

But don't forget that they can do the same to you!

## ONE PLAYER MODE

If you enter only one name into the list at the beginning you are automatically in the one player mode. You must answer the questions as quickly as you can (no cheating now, TP will be watching you!) and try to complete the game. The computer will time you and keep a record of your answers. At the end you will be given a score based on your performance.

We have left it up to you whether or not you are entirely truthful while playing the game but remember, cheats never prosper!!!!

## FUTURE TRIVIAL PURSUIT EDITIONS

We hope this game will keep you amused for many hours.

If you would like further question packs then ring Domark for availability.



Cupid's Dart.

Coming soon: YOUNG PLAYERS™ EDITION
BABY BOOMER ™ EDITION
GENUS II™ EDITION



HORN ABBOT™ INTERNATIONAL




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